Sudden Strike 4 - Road To Dunkirk Free Download

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About This Content

In **Sudden Strike 4: Road to Dunkirk**, relive battles leading up to one of the world's most daring military rescue missions. Following the invasion of France in May 1940, the British Expeditionary Force and parts of the French Army had retreated to Dunkirk and awaited evacuation, while German forces had been closing in to crush them.

Title: Sudden Strike 4 - Road to Dunkirk
Genre: Strategy
Developer:
Kite Games
Publisher:
Kalypso Media Digital
Release Date: 20 Oct, 2017

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Minimum:

OS: Windows 7, 8, 10

Processor: AMD or Intel, 3 GHz Dual-Core or 2.6 GHz Quad-Core
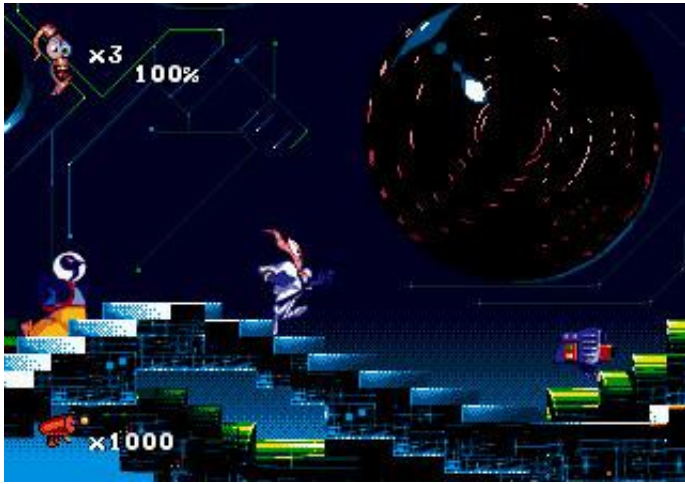
Memory: 6 GB RAM

Graphics: AMD Radeon HD 7850, NVIDIA GeForce 660 series

Storage: 12 GB available space

English,French,Italian,German,Russian,Simplified Chinese,Polish,Traditional Chinese,Korean,Japanese

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Terrible mobile port that had an obvious pay2win aspect to it, causing gameplay to be unbalanced and unfair.

Terrible graphics, cheap repetitive sounds, based on plants vs zombies, gameplay gets extremely difficult on level 7, placing buildings and units feel sluggish, hotkeys don't work for placing infantry and tanks, poor grammar, missed translations, no esc button during gameplay, you exit during a level by pressing the retreat button, editing profiles is bugged (you have to alt-f4 to get out), incomplete explanation of gameplay, repair button does not work (you don't actually need it; you highlight and click on buildings and units to repair), and health bars are impossible to see once you fill up the battlefield.

Lastly, in order to beat any level past 6 you have to use units, which costs premium cash. You do get cash at a fair rate during each level, but the game doesn't tell you that any vehicles and infantry used can be REFUNDED BACK INTO YOUR STOCKPILE. This is necessary to know in order to progress.

I got this game for free, I played it for the cards, and I still felt this was a waste of time. In another time, this would have been a browser game.
Avoid.. You know how people describe thing as being 'okay' when it's netiher great not terrible? Yeah, it's that.
I paid the full 20€ and I'd guess the average plathrough is close to 10 hours.
While the puzzles aren't super complicated, they were complicated enough to be moderately fun and moderately challenging.

There are some inconveniences throughout the game though, such as the controls being a little funky (always). It's also annoying when you want to see if X object goes onto Y, and it turns out it does, but you didn't succeed in trying because you weren't 'zoomed in enough' on Y.
The animation speed is also slightly slower than I would've liked. There are times where I have an idea, but it's almost painfully slow to click your way back to the place to use it.

On a personal note, I wasn't a great fan of the lense mechanics of the game. Especially the Oculus Tempus(?). It felt like bit of a cop-out in puzzle making.
And the other lens is, although interesting in theory, a nuisance in practice. Whenever I was stuck, it was basically a case of "Well, guess I gotta xray everything to see if I missed something." Felt more like a toggle-able hint than an interesting mechanic. Thankfully, they're not needed for the majority of the puzzles.. 18 hours, first I just want to say this game is fun. its worth the money, even under sold...anyway I like this game

To developer:

my ingame achievement just came above 90, and I just realized all these achievements incoming are XXXalities, just like the steam achievements. I already got 30/37 steam achievements, which means i did several different kinds of ality already..You guys just told me I have to do all these again! It feels like i`ve been punked....

and something about the 1.0.4patch, I can not change the language in game after update to 1.0.4. I played chinese edition from start...but chinese translation SUCKS... In order to get the right idea, I had to change the language between chinese and english from time to time. this ran well until v1.0.4 came up..now I am stuck in chinese language, stuck in bad translations.....

hope you guys keep working... and still this is a very good game. I can`t wait to see it become great.... A bit tough to learn but thats like most fighters. Funny game though heres a gameplay video on my channel come check out :D https:\/\/youtu.be\/3o9RMLpIVXQ. It is playable, but like others mentioned, it is a clicking fest.

Improvement to the interface is required to reduce the amount of clicking and increase the amount of playing. For example, instead of buring engineering items, why not also include a "repair all" button on earth?

Your ship should automatically equip a colony module if it has none when it reaches Earth. It would save at least one click... and in this game, every less clicks is a plus.

I would remove the random hostile encounters or at least give use several ways to avoid the encounter or it becoming hostile (with no randomness on success please).

It is also shallow. There is not much to do other than clicking. The designer needs to add more muscle to his game.

There are tons of English mistakes and OBVIOUS typos. The designer\/tranductor needs to reread himself.

I have played better games that were free on Kongregate, so seeing this at its current price is something I would not recommand paying.

Until the game has more muscle, the linguistic mistakes corrected and the interface improved, I cannot recommand this game.

limited gameplay. repetitive. spells/abilitys are not discribed anywhere in the game. Very unusual roguelike game. No need to know any math or geometry before you start to play it, but you learn some stuff while playing it :D Awesome educational experience ;)

My video stream: https://www.youtube.com/watch?v=k3PQc6ulFdk. It looked pretty cool from the screenshots and trailer, but I only got about 40 minutes out of this one. There's no story to speak of and the voice acting is so \u2665\u2665\u2665\u2665\u2665\u2665 you'll either laugh or get angry. It just wasn't really that fun, and when I realised this, I shut down the game and never launched it again.. A good remake from the old original game. I think the graphics are ok. Not the best, but ok. Animations the same. Gameplay is much more better that with the original. Like both the original and this new version.. pretty good game (not because there r boobs), i like the gameplay, the system and the graphics r good :) i recommend 8/10. Pros: none
Cons: make your eyes strained, too simple, too few modes, not interesting.
Don't buy this game because it's cheap. Please trust the reviewers, they aren't being negative, it completely sucks.